

EDUCATION

- **Monash University** Melbourne, AU
Philosophy of Doctor; Full Scholarship Jan. 2023 -
- **Australian National University** Canberra, AU
Bachelor of Software Engineering (Honors) ; top 5% Feb. 2016 – Dec. 2019

EXPERIENCE

- **Tencent Inc.** Guangzhou, CN
Research Intern Feb 2023 - Present
 - **App testing:** Investigate the prompt engineering in LLM for Wechat app testing.
- **University of Science and Technology of China** Suzhou, CN
Research Assistant Intern Jun 2022 - Present
 - **App testing:** Develop an intelligent way based on UI understanding to help developers for app testing.
- **Alibaba Group** Hangzhou, CN
Research Intern Aug 2020 - Feb 2021
 - **Code generation:** Develop deep-learning based techniques to generate readable and efficient code for icons.
- **National University of Singapore (NUS) Research Institute** Suzhou, CN
Research Intern Apr 2020 - Aug 2020
 - **Past exams practice:** Develop segmentation models to remove handwritten answers from student exam papers.
- **Civilise.ai** Canberra, AU
Software Developer Intern Jul 2018 - Nov 2018
 - **Building construction consulting:** Build systems to recognize house property revolution from satellite images.
- **OK RDY** Canberra, AU
Software Developer Intern Feb 2018 - Jul 2018
 - **Malicious reporting:** Develop approach to report malicious text in the message system

PUBLICATIONS

Journal Papers:

- **S. Feng**, M. Jiang, T. Zhou, Y. Zhen, C. Chen. “Auto-Icon+: An Automated End-to-End Code Generation Tool for Icon Designs in UI Development”, [TiiS 2022]

Conference Papers:

- **S. Feng**, M. Xie, C. Chen. “Efficiency Matters: Speeding Up Automated Testing with GUI Rendering Inference”, [Distinguished in ICSE 2023]
- **S. Feng**, M. Xie, Y. Xue, C. Chen. “Read It, Don’t Watch It: Captioning Bug Recordings Automatically”, [ICSE 2023]
- M. Xie, Z. Xing, **S. Feng**, C. Chen, L. Zhu, X. Xu. “Psychologically-Inspired, Unsupervised Inference of Perceptual Groups of GUI Widgets from GUI Images”, [ESEC/FSE 2022]
- **S. Feng**, C. Chen. “GIFdroid: Automated Replay of Visual Bug Reports for Android Apps”, [ICSE 2022]
- **S. Feng**, S. Ma, J. Yu, T. Zhou, Y. Zhen. “Auto-icon: An Automated Code Generation Tool for Icon Designs Assisting In UI Development”, [Highlights in IUI 2021].
- C. Chen, **S. Feng**, Z. Liu, Z. Xing, S. Zhao. “From Lost to Found: Discover Missing UI Design Semantics through Recovering Missing Tags”, [CSCW 2020].
- **S. Feng**. “Dynamic Facial Stress Recognition in Temporal Convolutional Network”, [ICONIP 2019], in conjunction with ANU Bio-inspired Computing conference [ABCs 2019].

- C. Chen, **S. Feng**, Z. Xing, L. Liu, S. Zhao, J. Wang. “Gallery D.C.: Design Search and Knowledge Discovery through Auto-created GUI Component Gallery”, [**CSCW 2019**].

Short Papers:

- **S. Feng**, C. Chen. “GIFdroid: An Automated Light-weight Tool for Replaying Visual Bug Reports”, [**ICSE 2022**].
- **S. Feng**, C. Chen, Z. Xing. “Gallery D.C.: Auto-created GUI Component Gallery for Design Search and Knowledge Discovery”, [**ICSE 2022**].
- M. Xie, **S. Feng**, Z. Xing, J. Chen, C. Chen. “UIED: a hybrid tool for GUI element detection”, [**ESEC/FSE 2020**].

AWARDS

- ACM SIGSOFT Distinguished Paper Award [in ICSE 2023]
- Selected Fully Funded PhD for Summer School in Computer Science and AI (ISAAC) [at Monash]
- Selected Alibaba Global Talent Development Program [at Alibaba]
- Top solution in AI project of Smart City in Suzhou park (obtained \$120,000 project investment). [at NUSRI]
- Selected Engineers Australia (EA) for graduates [at ANU]
- Top 5 Award in Innovation ACT 2018 (with \$8,750 grant). [at Civilise.ai]
- Commercial cooperation with the Queanbeyan council, NSW, Australia. [at Civilise.ai]
- “Start-up of the Year” award in the Digital Canberra iAwards 2018. [at OK RDY]
- 1st student graduated from high school [at BMGS high school].
- Top 20% in Australian Commonwealth Mathematics Competition [at BMGS high school].

SERVICES

- Volunteer in United Nations International Children’s Emergency Fund [**UNICEF 2022**]
- External reviewer in CHI 2023
- External reviewer in MobileHCI 2022
- Student volunteer in ASE 2021
- Selected panelist in ESEC/FSE 2020

ASSISTIVE TEACHING

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|--------------------------------------------------------------------|------|
| • ENG4701 “Software engineering final year project” [at Monash] | 2023 |
| • Summer vacation research program [at Monash] | 2022 |
| • FIT4003 “Software engineering research project” [at Monash] | 2022 |
| • FIT4441 “Honours degree project” [at Monash] | 2022 |
| • FIT3144 “Advanced computer science research project” [at Monash] | 2022 |
| • FIT3170 “Software engineering practice” [at Monash] | 2021 |

PERSONAL

- Paper Art Design, Certified Skydiver, SSI Water Diver, Amateur Go rank 2 dan